HoopStats

USER'S MANUAL

Rare Software

Version 1.9.1

June 28, 2014

Revision Sheet

Doc. Revision	Date	Description
1.0	11/5/2010	Initial Revision, HoopStats v1.3.1
1.1	12/14/2010	Updated for HoopStats v1.4
1.2	2/5/2011	Updated for HoopStats v1.5
1.3	7/10/2011	Updated for HoopStats v1.6
1.4	2/16/2012	Updated for HoopStats v1.6.4
1.5	12/20/2012	Updated for HoopStats v1.7.1
2.0	6/28/2014	Updated for HoopStats v1.9.1

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INTRODUCTION

"HoopStats is by far the BEST and most comprehensive basketball statistics tracker application for the iPhone and iPod Touch. This application allows coaches, statisticians, parents, and even fans to keep track of important player and team statistics for their favorite (and even opponents') basketball teams. HoopStats allows me to keep track of complex basketball statistics with ease, providing immediate feedback on the performance of my team and its opponents–all of which can be emailed in an easy-to-read format. This application is a MUST-buy for any basketball fanatic!" --*Emilee Stucky, Basketball Statistician*

Features:

- Large buttons to select player, action and shot position
- Real-time stats for team and players, current game or entire season
- Displays shot charts for all made and missed shots
- Undo or edit events at any time
- Simple substitutions on the fly
- Automatically determine offensive/defensive rebounds
- Assign events to individual players or team
- Auto Complete to speed up data entry
- Rapid Roster function to quickly setup teams
- Export game stats via email in HTML or Excel formats
- Export shot charts via email in PDF format
- Print directly to AirPrint enabled printers
- Export game stats to MaxPreps, VarVee, or ScoreTRAX
- Bluetooth transfer of team/game data between devices
- CSV import of team rosters
- Twitter feed
- Support for multiple leagues/seasons
- Both game and season stats/shot charts available for export
- Adjust clock by pressing and holding clock button
- Tracks and reports the following stats:
    - Made and missed shots by type (FT, 2pt, 3pt) and percentage
    - Offensive/defensive rebounds
    - Assists
    - Steals
    - Turnovers
    - Offensive/defensive/technical fouls
    - Blocks/deflections
    - Fouls received
    - Charges taken
    - Player efficiency (uses NBA formula)
    - True shooting percentage
    - Player +/-
    - Playing time

GETTING STARTED

NOTE: Most illustrations in this manual are from an iPhone because the functionality of the iPad is nearly identical. The iPad version simply provides a larger display and slightly different layout. Where noted, there are some additional features available when running HoopStats on an iPhone 5 or iPad.

To quickly get started scoring games:

1. Start by adding teams using the Team Manager. You'll need at least two teams to setup a game later, so create a team for your opponent even if you're not going to track their statistics.
2. Assign players to the teams by creating new players or picking from a list of previously created players. The checkmark in the right column indicates they're in the game (as opposed to the bench).
3. Add a game using the Game Manager. Assign the two teams and game details.
4. Tap the newly created game and start scoring!
5. Record events by selecting the player and action. For made or missed shots, tap the screen to show the position of the shot. You can change or drag the position of the shot until you've selected the player and made or missed button. The order of selection (position/player/action) does not matter. Turnovers and rebounds can be assigned to a "team" by tapping the associated action and then the team name.
6. Record fouls and timeouts by tapping the appropriate button for that team.
7. The Events button allows you to view and delete events.
8. The Sub button allows you to sub players from either team. Select a player first to make a single substitution.
9. At any point, you can check the current game stats by tapping the Stats button.
10. Tap the score button (either team) to view the scoring summary.
11. The email button (at the top) allows you to export stats for this game.

TEAM MANAGER

ADDING TEAMS

From the Team Manager, tap the ✛ button at the top to create a new team. Assign the team name and add players by selecting either **New Player** or **Pick Existing**. Alternatively, you can press **Rapid Roster** to automatically generate 10 players with jersey numbers 1 through 10.
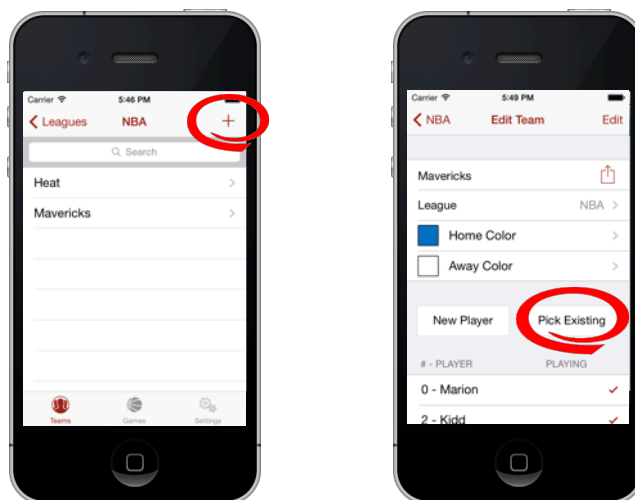
⚠ NOTE: The **Home Color** will be used for the jersey and **Away Color** used for text when the team is selected as the home team for a game. The colors will be reversed if they are the visiting team in a game.

All players must have a name and jersey numbers for both away and home (usually the same). If you skip the name and just enter the number, the player will automatically be named "Player #". Optionally, you can also record Grade/Age, Position and Notes for each player. To enter additional players, press **Add Another**. When finished, press the **Done** button to return to the team page.
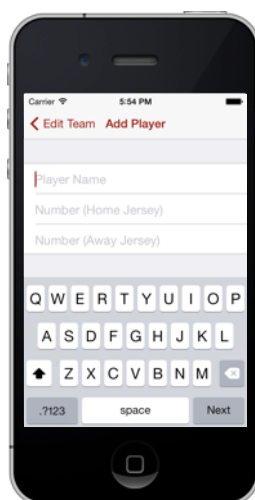
The checkmark in the right column indicates a player is in the game (on the court). Players without a checkmark are on the bench.
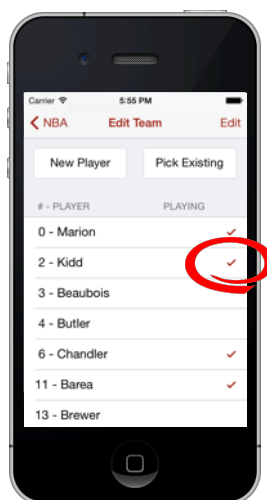
IMPORTING TEAMS

Teams can also be imported from a CSV file that is generated outside of HoopStats. To import a team:

1. Create a CSV file using a text editor or Excel in the following format:

    Line 1: Team Name
    Lines 2+: Player Number, Player Name

    For Example:

    Heat
    1, Bosh
    3, Wade
    5, Howard
    6, James
    15, Chalmers

2. Email the CSV to your iPhone/iPad
3. "Tap and hold" the attachment in the email app.
4. Select the button labeled: Open in "HoopStats"

EDITING TEAMS

To edit a team, go to the Team Manager page and tap the team you wish to modify. You can change the name of the team by tapping on the team name field or add additional players at any time. To edit an existing player, tap the **Edit** button at the top and then select the player to edit.
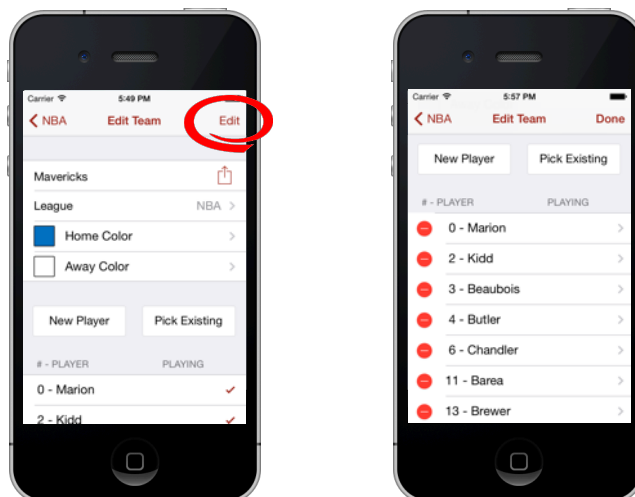
DELETING TEAMS

To delete a team, go to the Team Manager page and tap the team you wish to remove. Tap the **Delete Team** button at the bottom of the Edit Team page. If that team has played any games, you will be prompted to delete the team and all its associated stats.
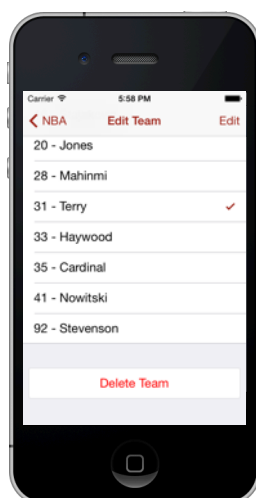
NOTE: Deleting a team will delete ALL games (and associated stats for both teams) that team has played in.

LEAGUES

Multiple leagues can be setup by tapping the Leagues button on the Team Manager page. Create a new league by tapping the ✛ button at the top and then entering the league name and description. Select the active league by tapping its name on the Leagues page. Teams can be moved from one league to another by editing the team.
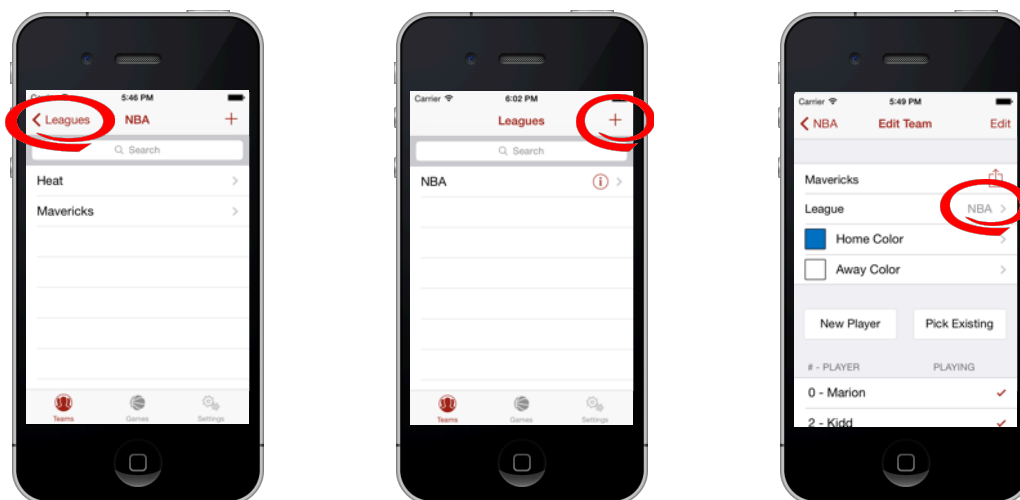
GAME MANAGER

ADDING GAMES

From the Game Manager, tap the ✚ button at the top to create a new game.
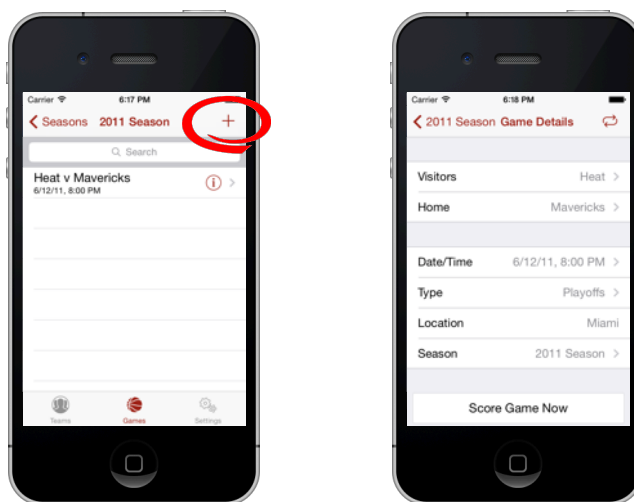
Assign the visitor and home teams (both required) by tapping on those fields and picking from a list of previously created teams. If you haven't created teams, you can press the ✚ button on the Select Team page to create a team.
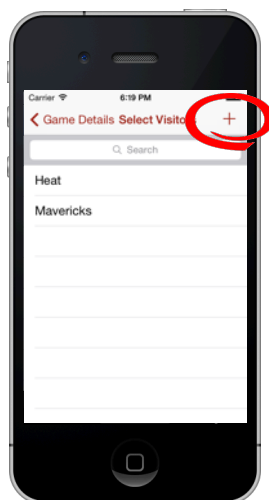
TIP: If you don't want detailed statistics for your opponents, create one team called "Opponent" and always select that team when creating games for your team. That way, you don't have to create all those teams and you can go back and view stats for all opponents you play.

EDITING GAMES

To edit a game, go to the Game Manager page and tap the ⓘ ❯ arrow for the game you wish to modify. You can change the game details at any time. Once the game has started (first event recorded), you cannot change the teams assigned to the game. You can swap the home and visiting teams at any time by tapping the ⇄ button at the top.
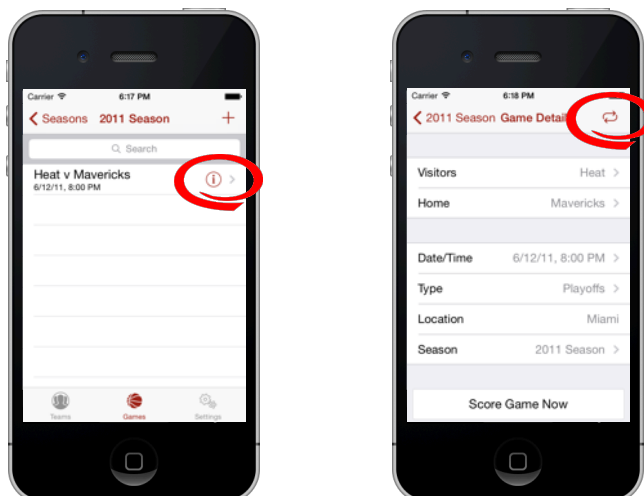
DELETING GAMES

To delete a game, go to the Game Manager page and tap the ⓘ ❯ arrow for the game you wish to remove. Tap the **Delete Game** button at the bottom of the Edit Game page.

⚠ NOTE: Deleting a game will delete ALL stats for that game from both teams.

SEASONS

Multiple seasons can be setup by tapping the Seasons button on the Game Manager page. Create a new season by tapping the ➕ button at the top and then entering the season name and description. Select the active season by tapping its name on the Seasons page. Games can be moved from one season to another by editing the game.
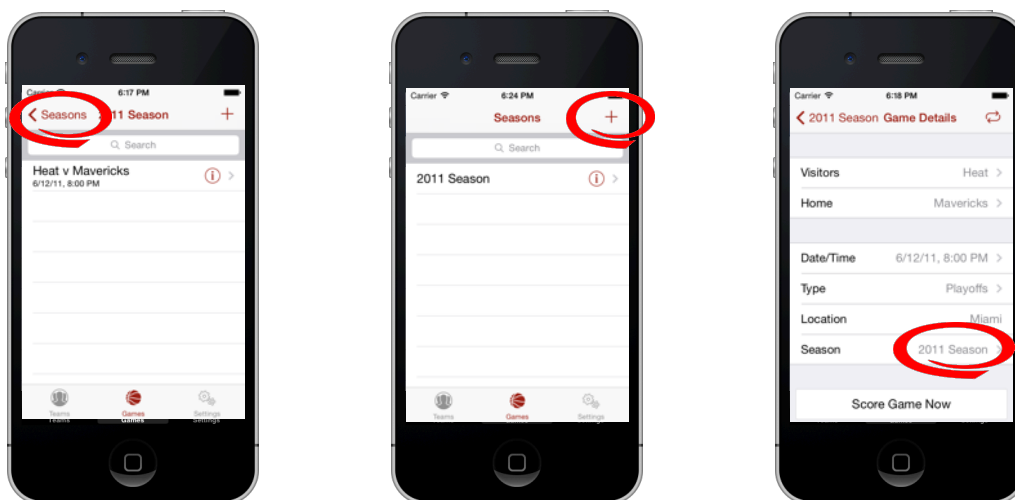

TIP: To archive a season, rename the current season and create a new one for the new games.

SCORING GAMES

After creating a game, go to the Game Manager page and tap the game you wish to score. Alternatively, from the Edit Game page, you can press the **Score Game Now** button.
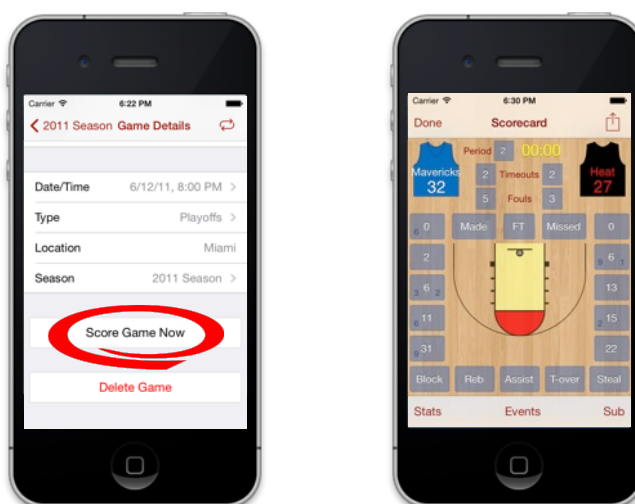
ENTERING EVENTS

To record an event, select the "action" and the player who performed this action. Certain actions, such as freethrows or shots require additional information such as made/missed or position on the court. After selecting the player button, the player's name will be displayed beneath the team name/score. For most events, the order of tapping the buttons does not matter. The event will be recorded when all the required information has been supplied. Below is a summary of the different types of events.

SHOTS

Shots require shot position, **Made** or **Missed**, and the player who took the shot to be selected. If the shot is outside the 3-pt arc, it will be recorded as a 3-pointer. Otherwise, it will be recorded as a 2-point shot.

TIP: When recording shots, specify the shot position before selecting the player or made/missed. This will allow you to adjust the position by dragging it to the desired spot on the court.

FREETHROWS

Freethrows require the **FT** button, **Made** or **Missed**, and the player who took the freethrow to be selected.

ASSISTS

Assists simply require the player to be selected, along with the **Assist** button. If Auto-Complete is enabled (see Settings), the **Assist** button will be automatically selected after every made shot (excluding freethrows).

REBOUNDS

Rebounds simply require the player to be selected, along with the Rebound action. If Auto-Complete is enabled (see Settings), the **Reb** button will be automatically selected after every missed shot. Rebounds can be specified as offensive or defensive. If the rebound is recorded immediately after a missed shot, the type of rebound will be automatically determined based on who missed the last shot.

TIP: For an iPhone 4s or older, or an iPad held in Landscape orientation—

If you're not recording all missed shots by both teams or another event was added after the shot, you'll have to specify the type of rebound <u>first</u> by tapping on the **Reb** button. Tap once to select **D-Reb**. Tap again to select **O-Reb**. If you need to change it back to defensive, tap again to cycle around.

TIP: Rebounds can be assigned to a "team" if the player is unknown. To record a team rebound, tap the **Reb** button first (D-Reb or O-Reb) and then tap the team name at the top.

BLOCKS

Blocks simply require the player to be selected, along with the **Block** button.

📝 TIP: For an iPhone 4s or older, or an iPad held in Landscape orientation—

Tapping the **Block** button a second time, before selecting the player, will allow you to specify a **Deflection**.

TURNOVERS

Turnovers simply require the player to be selected, along with the Turnover action. If Auto-Complete is enabled (see Settings), the **T-over** button will be automatically selected after a Steal event.

📝 TIP: Turnovers can be assigned to a *team* if the player is unknown. To record a team turnover, tap the **T-over** button first and then tap the team name at the top.

STEALS

Steals simply require the player to be selected, along with the **Steal** button.

CUSTOM EVENTS

If you're using an iPhone 5 or an iPad held in Portrait orientation, there are five additional buttons available at the bottom:

DEFLECTIONS

Deflections simply require the player to be selected, along with the **Deflection** button.

OFFENSIVE REBOUNDS

Blocks simply require the player to be selected, along with the **Block** button.

PUTBACK

Shots require **Made** or **Missed**, and the player who took the shot to be selected. Optionally, you can specify the shot position. A **Putback** automatically records an offensive rebound for the player and the new shot, saving several screen taps.

CUSTOM BUTTONS

Two custom buttons can be used to record any events you choose. The labels for these buttons can be specified on the **Settings** page.

EDITING EVENTS

Recorded events can be modified or deleted by tapping the **Events** button at the bottom of the scorecard. To modify the event details, such as player or event type, select the event and then select the details to modify.
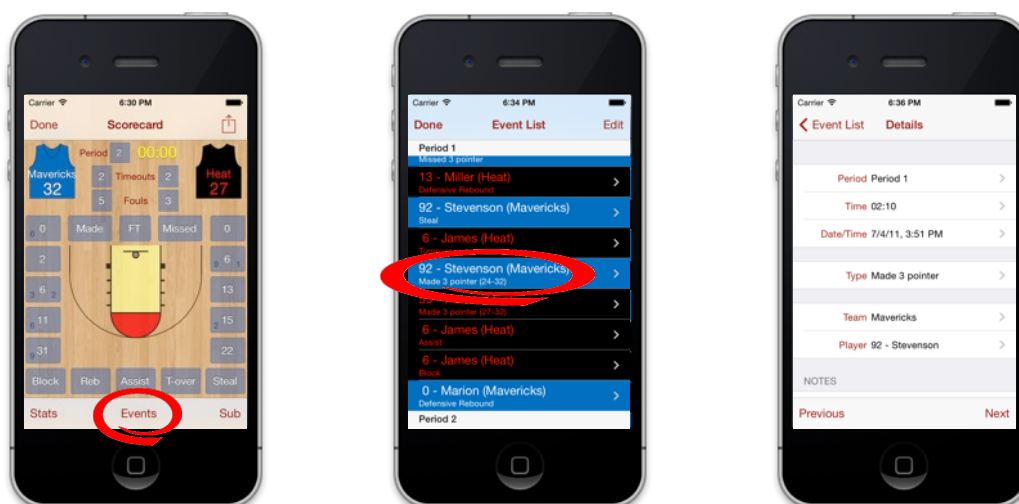
TIP: **Notes** can be added to a particular event when in edit mode.

To delete an event, tap the **Edit** button at the top and select the event to remove. Alternatively, you can "swipe" the event to delete.
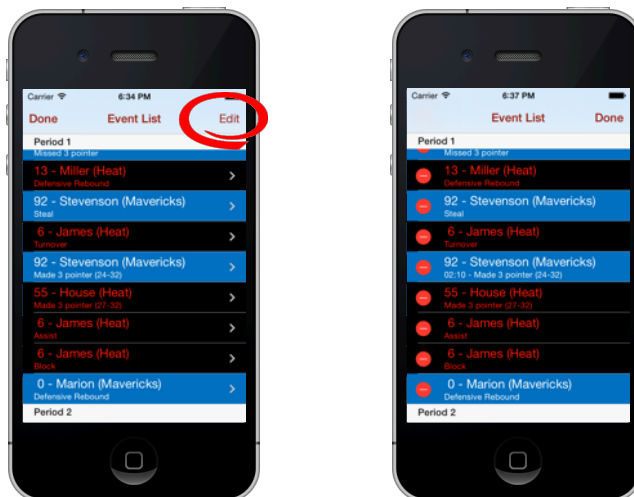
UNDO

If you're using an iPhone 5 or an iPad held in Portrait orientation, you can undo the last event simply by tapping the **Undo** button at the bottom. You will be prompted to confirm deletion of the last event.
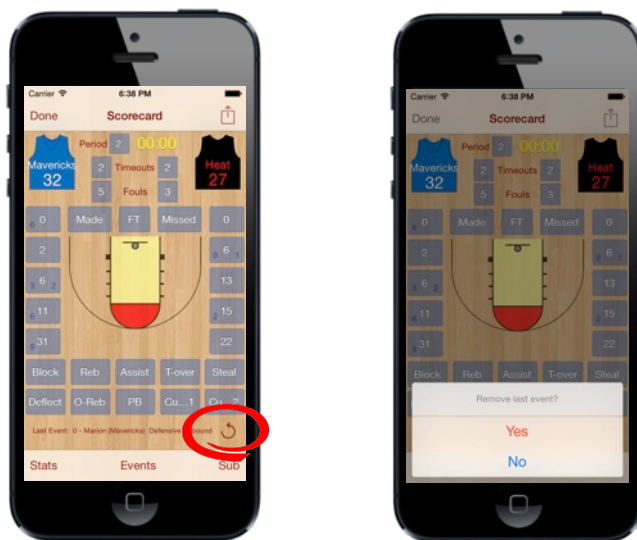
ADDITIONAL CONTROLS

FOULS

There are two foul buttons—one for the visitors and one for the home team. To record a foul, select the foul button for the appropriate team. Select the type of foul (offensive/defensive/technical) and the player who committed the foul.
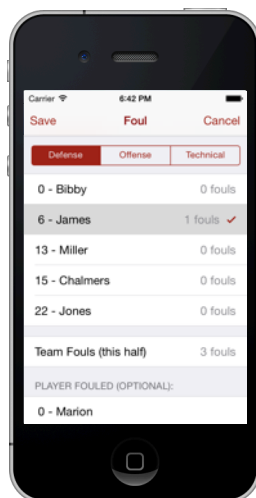
TIP: If you select the player on the Scorecard page before pressing the foul button, that player will be automatically selected on the Foul page.

TIP: Optionally, you can scroll down to the bottom of the Foul page and select the player who was fouled or took the charge.

TIP: There is an option on the **Settings** page that will allow you to automatically assign points to the other team for technical fouls. This is prevalent in many youth leagues.

After recording a foul, the team fouls will be updated on the fouls button for that team. If the team has reached the fouls to give limit for the bonus, the button will turn orange when in the 1+1 situation and red when the 2-shot limit has been reached. These limits can be specified on the Settings page.

If **Show Player Fouls** is turned on (Settings page), the personal foul count will be displayed on the player's button in blue below the player number.

TIMEOUTS

Timeouts can be recorded for each team by selecting the appropriate team's timeout button. The timeout count will be automatically decremented by one. During a timeout, playing time (see Settings) will not be recorded. When the timeout is over, tap the timeout button again to deselect or it will be automatically deselected when the next player action is recorded. If 30 sec timeouts are specified on the Settings page, you will be prompted which

type of timeout is being taken. The timeout button shows the number of 60 sec timeouts remaining followed by the number of 30 sec timeouts remaining.

PERIOD

The current period is displayed at the top of the scorecard. To change, tap the period button and select the next period. Up to four overtimes are supported. When the game is over, select "F" (final).

⚠️ NOTE: If **Tracking Playing Time** (see Settings) is enabled, it is important to "end" the game by selecting "F", so that playing time stops accumulating.

CLOCK

In order to help approximate playing time more accurately, a running clock indicator has been added. The clock will automatically stop between periods, during timeouts, and after fouls. The clock will automatically resume when the next event is recorded. However, you can always start/stop the clock by tapping on the clock to toggle it on/off. The clock display can be turned off on the **Settings** page.

To adjust the time remaining, tap and hold the clock until the **Adjust Clock** page is displayed. Set the new time remaining and tap **Save**.
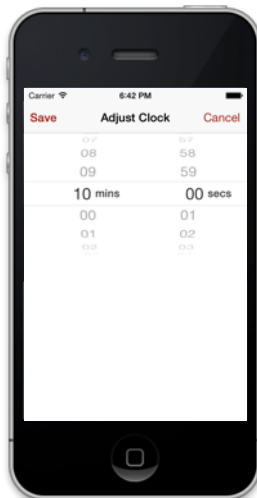
STATS

You can view the current stats for a team or player at any time by tapping the **Stats** button on the bottom toolbar. View team or individual player stats by selecting the appropriate item on the left. Switch teams by pressing the button at the top. By selecting **Season** at the bottom, averages per game will be displayed. Made shots will be displayed on the shot chart as green O's and missed shots as red X's.
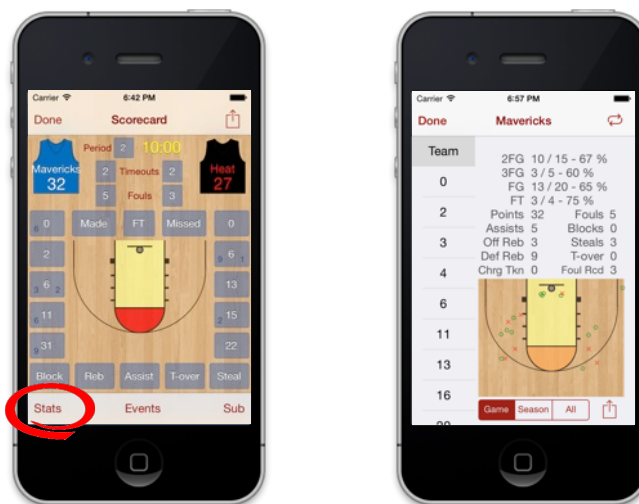
EVENTS

Tap the **Events** button to display a play-by-play list of all events recorded in chronological order. Events can be deleted by tapping the Edit button or "swiping" left-to-right on that line.
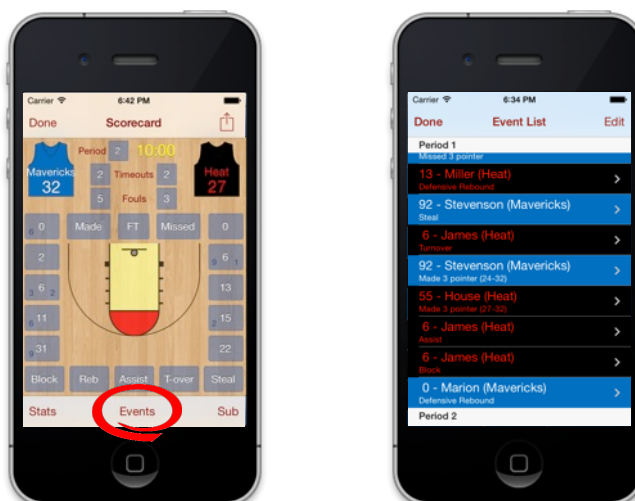
SUBS

Tap the **Sub** button to bring up the Quick Sub page, where multiple subs can be made for both teams. To make a substitution, select the player(s) that are entering the game and deselect the player(s) that are coming out. Switch teams by pressing the ⇄ button at the top. When the players in the game are correct, tap the **Done** button.
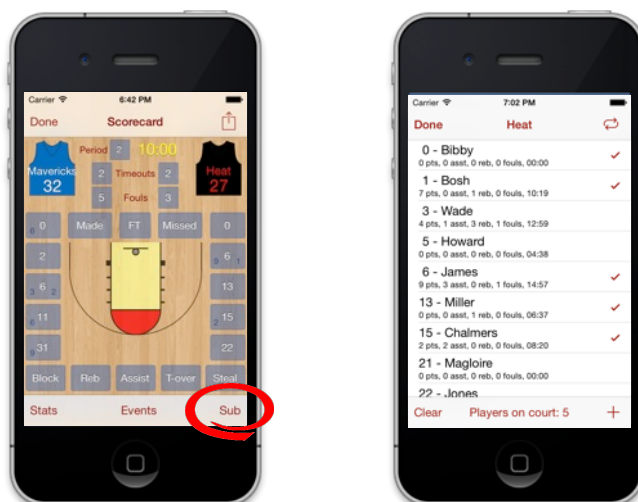
Alternatively, if you only have one player to substitute, select the player to sub out on the Scorecard page and then tap the **Sub** button. This will bring up a popup showing the players available on the bench. Select the player to sub in to make the substitution. NOTE: This feature is available on the iPad only.

EXPORT

Tap the 📤 button on the Scorecard to bring up the Export Options page, which allows you to email or print game stats at any point in the game. For details, see the Exporting Statistics section.
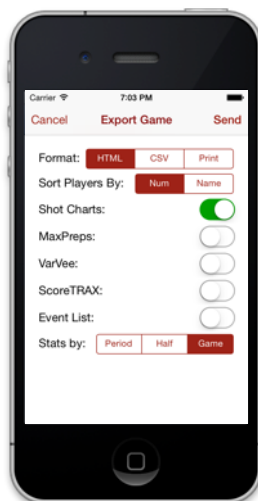
SCORING SUMMARY

Tap the team name/score button of either team to bring up a simple game summary showing scoring by period. Tap again to hide the scoring summary.
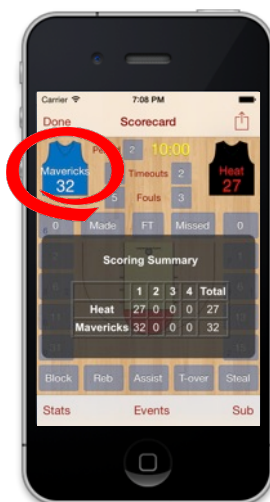
HOME/VISITOR BUTTON

If you don't have any players assigned to a team, or none are selected as "in game" the player buttons on the Scorecard will be replaced by a single large team button (home or visitors). This is useful if you don't want to record stats for individual players of a team. Use this button like you would normally use an individual player button. All events will be recorded to the team rather than individual players.

SETTINGS

The Settings page allows you to customize the app for your particular games. Individual settings are explained below.
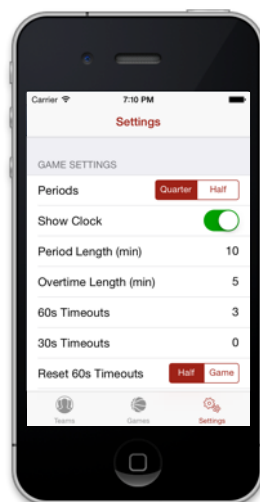
PERIODS

Periods can be specified as quarter (4) or half (2). Up to four overtimes are also supported.

SHOW CLOCK

Use this control to optionally turn off the clock display on the scorecard.

PERIOD LENGTH

Set the number of minutes in a regular period.

OVERTIME LENGTH

Set the number of minutes in an overtime period.

TIMEOUTS

Set the number of 60 sec (full) timeouts and 30 sec (or shorter) timeouts.

RESET TIMEOUTS

Timeouts can be reset per half or per game. If by half, you will be prompted to reset the team timeouts at half-time.

RESET TEAM FOULS

Team fouls can be reset by quarter or half.

AUTO POINTS FOR TECHNICAL

Some youth leagues automatically assign points for technical fouls rather than taking the shots. Use this control to set the number of points assigned for a technical.

BONUS

The number of "fouls to give" before the team enters the bonus for 1+1 or 2 foul shots can be specified separately.

AUTO COMPLETE

Auto complete saves you time by automatically selecting the next action on the following common events:

- Rebound after missed shot (except missed foul shots)
- Assist after made shot
- Turnover after steal

3-PT SHOTS

Three point shots can be disabled by turning this off.

SHOW PLAYER FOULS

By turning this setting on, you can view a player's personal fouls on the Scorecard player buttons. The number shows up in blue text below the player's jersey number.

SHOW PLAYER POINTS

By turning this setting on, you can view a player's points scored on the Scorecard player buttons. The number shows up in blue text below the player's jersey number.

TRACK PLAYING TIME

Turning this setting on allows you to track the playing time of individual players. Playing time is accumulated whenever a player is on the court (not on the bench).

NOTE: Adjusting the game clock will skew playing time for players since their time cannot be adjusted at the same time.

SORT PLAYERS

Players can be sorted alphabetically by name or by number. This setting will be applied globally throughout the app, whenever players are listed.

CUSTOM BUTTONS

Specify the label on the two custom buttons. These buttons can be used for tracking any event you choose.

SHOW PLAYER NAMES

Specify whether to display player names on the scorecard buttons, in addition to their jersey numbers.

⚠ NOTE: This feature is available on the iPad only due to space limitations.

EMAIL

The email field allows you to enter a default email address where exported stats will be sent. This saves you the time of entering the address every time if you always send to the same recipient. Multiple emails can be specified by separating them with a space.

BLUETOOTH TRANSFER

Team and game data can be transferred from one device to another using Bluetooth. Both devices must be within Bluetooth range of each other (typically less than 10 meters). From the Settings page on both devices, select Bluetooth Transfer. From the device that has the data to be sent, select Send Teams/Game Data.
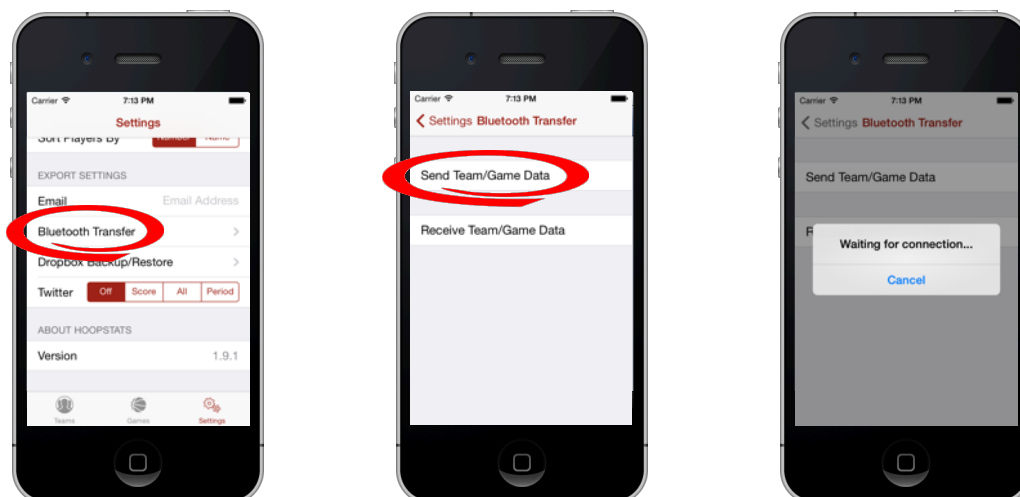
From the device that will receive the data, select Receive Teams/Game Data. After selecting the name of the sending device, you will see a list of teams and games available on that device. Select the team and/or game you wish to retrieve.
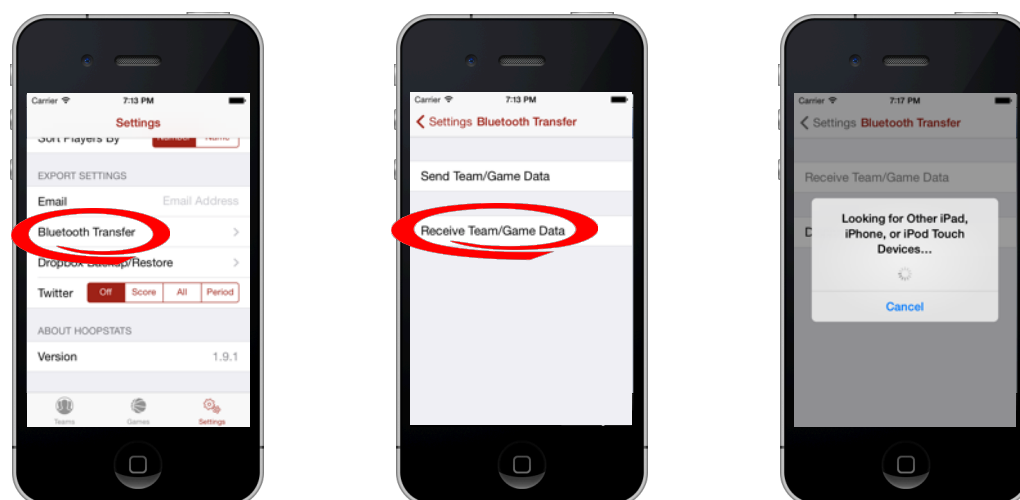
⚠ NOTE: Only teams in the currently selected (active) league/season on the sending device will be displayed.

TWITTER FEED

Game events can be sent to **Twitter**. You will first need an active Twitter account. From the Settings page, select whether you wish to send **All** events, just **Scoring** events, or only a **Period** Summary. The first time you select this, you will be prompted to authorize HoopStats to post events to your Twitter account. After a successful authorization, you can turn the Twitter feature on and off without having to reauthorize each time.
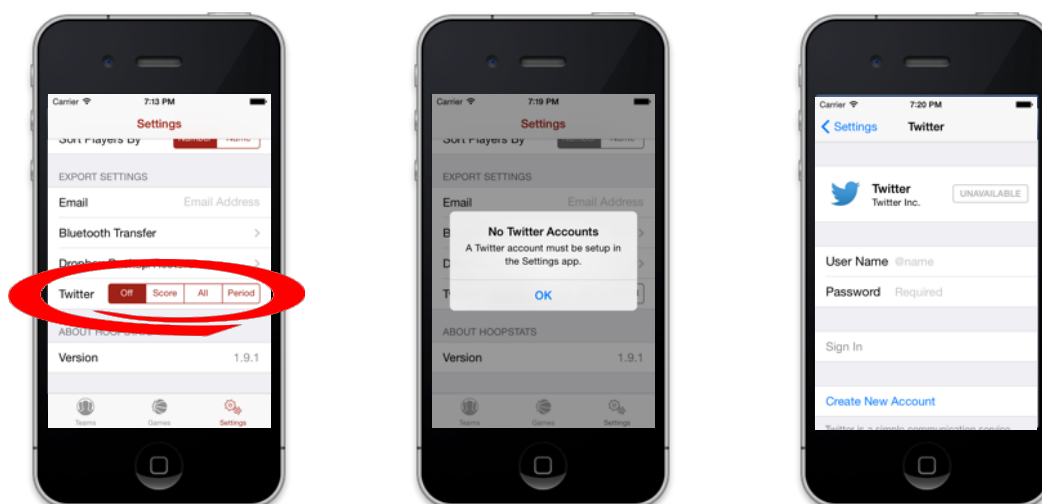
HoopStats uses the built-in Twitter capabilities of iOS. Therefore, the Twitter account authorization is now managed in the device Settings app. If you have more than one Twitter account setup, HoopStats will use the first one listed by default. You can select a different Twitter account, if desired.

By default, HoopStats will send Tweets automatically without user interaction. If you prefer to be prompted or add notes to your Tweets, turn on the **Prompt for Tweets** option.

NOTE: Twitter has a built-in throttling mechanism with their Web site. If you select all events and you are entering a lot of events very quickly, it is possible that Twitter will not post them all.

DROPBOX BACKUP/RESTORE

All of your team and game data can be backed using Dropbox. You'll need to have a Dropbox account (free) before you can use this feature. From the Settings page, select Dropbox Backup/Restore. From there, select Backup to Dropbox. This will backup all of your team and game data to your Dropbox account. The file will be named Hoopstats.sqlite by default. You may wish to rename this file (from within Dropbox) to give it a more meaningful name, such as the date the backup was made.

If you wish to restore your data at a later time, or restore it to another device, follow the same procedure, but select Restore from Dropbox. You will be presented with a list of previously backed up files. Select the file you wish to restore.

⚠ NOTE: Restoring from Dropbox will replace ALL teams and games on the device.
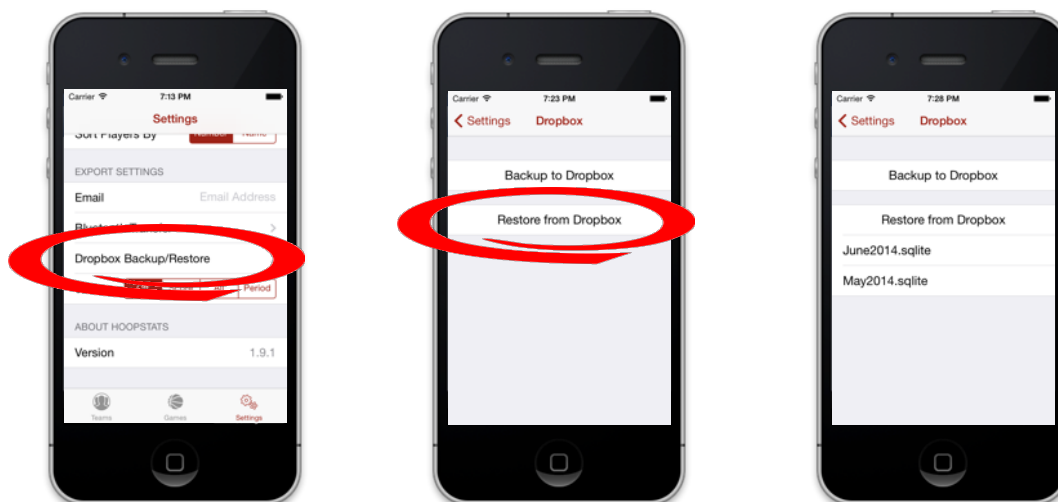
STATISTICS

VIEWING STATISTICS

At any time during a game, the current stats can be viewed by tapping the **Stats** button at the bottom of the Scorecard. View team or individual player stats by selecting the appropriate item on the left. Switch teams by pressing the ⇄ button at the top. By selecting **Season** at the bottom, averages per game will be displayed. Made shots will be displayed on the shot chart as green O's and missed shots as red X's.

EXPORTING STATISTICS

Statistics can be exported via email for a game or for a team (season).

GAME STATS

Game stats for both teams can be exported via email by tapping the ⬆️ button on the Scorecard. They can also be accessed by tapping the ⬆️ button on the Stats page when **Game** is selected. The following options can be specified on the Export Options page:

- Format – Send as HTML formatted email , CSV attachment, or print to AirPrint enabled printers
- Sort Players By – Jersey number or Player name
- Shot Charts – Include PDF shot charts or not
- MaxPreps – Text file that can be uploaded to MaxPreps Web site for High School athlete tracking
- VarVee – Text file that can be uploaded to VarVee Web site for High School athlete tracking
- Event List – Play by play of all game events in chronological order
- Stats by – Display player/team stats by period, half, or for the entire game

SEASON STATS

Season stats for an individual team can be exported via email by tapping the ⓘ 〉arrow on the Edit Team page.

They can also be accessed by tapping the button on the Stats page when **Season** is selected. The following options can be specified on the Export Options page:

- Format – Send as HTML formatted email , CSV attachment, or print to AirPrint enabled printers
- Sort Players By – Jersey number or Player name
- Shot Charts – Include PDF shot charts or not

PRINTING

If using iOS 4.2 or later, you have the ability to print directly to AirPrint enabled printers. After selecting **Print** and tapping on the **Send** button, you will be prompted to select your printer. Only AirPrint enabled printers detected on the local network will be displayed. Game Stats and Shot Charts are printed separately to save paper.
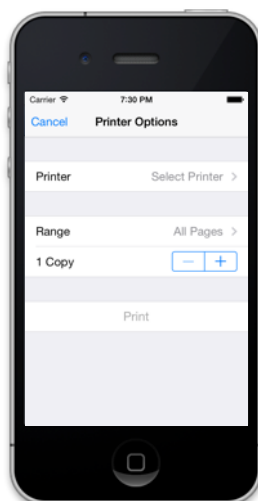
AVAILABLE REPORTS

GAME STATS

The game stats include a scoring summary by period and stats for individual players. If Track Playing Time (see Settings) is turned on, there will be an extra column containing an approximation of the player's playing time.

GAME STATS
Heat vs. Mavericks
6/12/11 8:00 PM
Playoffs
Miami

	1	2	3	4	Total
Heat	27	0	0	0	27
Mavericks	32	0	0	0	32

VISITORS: Heat

Player Name	No.	2FGM	2FGA	2FG%	3FGM	3FGA	3FG%	FGM	FGA	FG%	FTM	FTA	FT%	Points	Assists	Off Reb	Def Reb	Fouls	Block	Deflection	Steal	T-over	Chrg Tkn	Foul Rcd
Bibby	0	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Bosh	1	2	2	100%	0	0	0%	2	2	100%	3	4	75%	7	0	0	1	0	0	0	0	0	0	3
Wade	3	2	5	40%	0	0	0%	2	5	40%	0	0	0%	4	1	2	1	1	0	0	0	1	1	0
Howard	5	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	1	0	0
James	6	3	4	75%	1	3	33%	4	7	57%	0	0	0%	9	3	0	0	1	1	0	0	2	0	1
Miller	13	0	0	0%	0	1	0%	0	1	0%	0	0	0%	0	0	0	1	0	0	0	0	0	0	0
Chalmers	15	1	2	50%	0	1	0%	1	3	33%	0	0	0%	2	2	0	0	0	0	0	0	0	0	0
Magloire	21	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Jones	22	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Dampler	25	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Haslem	40	1	1	100%	0	0	0%	1	1	100%	0	0	0%	2	0	0	0	1	0	0	0	0	0	0
Pittman	45	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Anthony	50	0	2	0%	0	0	0%	0	2	0%	0	0	0%	0	0	2	1	0	0	0	0	0	0	0
House	55	0	0	0%	1	1	100%	1	1	100%	0	0	0%	3	0	0	0	0	0	0	0	0	0	0
Team Events		0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Totals		9	16	56%	2	6	33%	11	22	50%	3	4	75%	27	6	4	4	3	1	0	0	4	1	4

HOME: Mavericks

Player Name	No.	2FGM	2FGA	2FG%	3FGM	3FGA	3FG%	FGM	FGA	FG%	FTM	FTA	FT%	Points	Assists	Off Reb	Def Reb	Fouls	Block	Deflection	Steal	T-over	Chrg Tkn	Foul Rcd
Marion	0	2	5	40%	0	0	0%	2	5	40%	2	2	100%	6	1	3	4	0	0	0	1	0	0	2
Kidd	2	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	3	0	1	0	0	0	0	0	0	0
Beaubois	3	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Butler	4	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Chandler	6	1	1	100%	0	0	0%	1	1	100%	1	2	50%	3	0	0	2	2	0	0	0	0	0	1
Barea	11	3	3	100%	0	1	0%	3	4	75%	0	0	0%	6	1	0	0	0	0	0	0	0	0	0
Brewer	13	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Stajakovic	16	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Jones	20	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Mahinmi	28	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0
Terry	31	3	3	100%	1	2	50%	4	5	80%	0	0	0%	9	0	0	0	0	0	0	1	0	0	0
Haywood	33	0	0	0%	0	0	0%	0	0	0%	0	0	0%	0	0	0	0	0	0	0	0	0	0	0

EVENT LIST

The event list is an optional section of the game stats that shows the play by play of all events for the game.

GAME EVENTS:

Period	Team	No.	Player	Event	Notes	Score
1st	Heat	15	Chalmers	Missed 3 pointer		
1st	Heat	3	Wade	Offensive Rebound		
1st	Heat	15	Chalmers	Missed 2 pointer		
1st	Heat	3	Wade	Offensive Rebound		
1st	Heat	6	James	Made 3 pointer		3-0
1st	Heat	15	Chalmers	Assist		
1st	Mavericks	0	Marion	Made 2 pointer		3-2
1st	Heat	3	Wade	Missed 2 pointer		
1st	Heat	50	Anthony	Offensive Rebound		
1st	Heat	50	Anthony	Missed 2 pointer		
1st	Mavericks	6	Chandler	Defensive Rebound		
1st	Mavericks	41	Nowitski	Missed 2 pointer		
1st	Heat	3	Wade	Defensive Rebound		
1st	Heat	6	James	Made 2 pointer		5-2
1st	Heat	15	Chalmers	Assist		
1st	Mavericks	11	Barea	Made 2 pointer		5-4
1st	Heat	3	Wade	Made 2 pointer		7-4

SHOT CHARTS

The shot charts is an optional attachment to the game or season stats. This PDF file shows the shot charts for individual players and the team.

Heat vs. Mavericks, 6/12/11 8:00 PM: Visitors - Heat

#0   Bibby   Pts: 0   Asst: 0
2FG: (0-0) 0%   3FG: (0-0) 0%   FT: (0-0) 0%
OR:0 DR:0 Stl:0 Foul:0 Blk:0 TO:0

#1   Bosh   Pts: 7   Asst: 0
2FG: (2-2) 100%   3FG: (0-0) 0%   FT: (3-4) 75%
OR:0 DR:1 Stl:0 Foul:0 Blk:0 TO:0

#3   Wade   Pts: 4   Asst: 1
2FG: (2-5) 40%   3FG: (0-0) 0%   FT: (0-0) 0%
OR:2 DR:1 Stl:0 Foul:1 Blk:0 TO:1

#5   Howard   Pts: 0   Asst: 0
2FG: (0-0) 0%   3FG: (0-0) 0%   FT: (0-0) 0%
OR:0 DR:0 Stl:0 Foul:0 Blk:0 TO:1
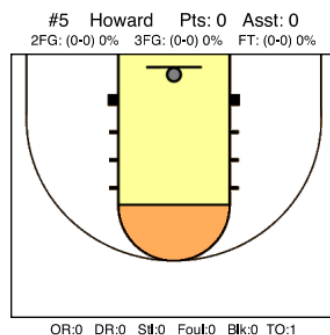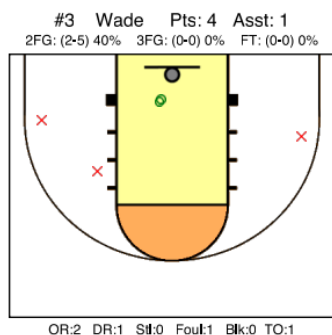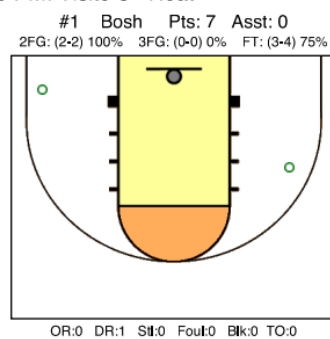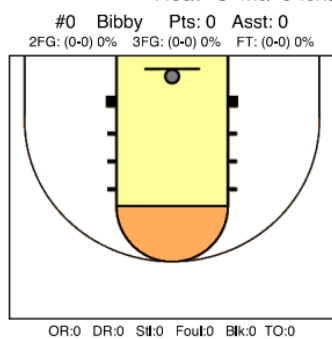
MAXPREPS

MaxPreps is a Web site that tracks High School athlete statistics. At the conclusion of a game, you can export this optional report for both teams and upload the files to the MaxPreps Web site. For more information, visit: http://www.maxpreps.com

VARVEE

VarVee is a Web site that tracks High School athlete statistics. At the conclusion of a game, you can export this optional report for both teams and upload the files to the VarVee Web site. For more information, visit: http://www.varvee.com

SCORETRAX

ScoreTRAX is a Web site that tracks games and provides SMS updates. At the conclusion of a game, you can export this optional report for both teams and upload the files to the ScoreTRAX Web site. For more information, visit: http://www.scoretrax.com

SEASON STATS

The season stats include individual player stats and game summaries for the entire season. The player stats are broken down as totals and average per game.

SEASON STATS (avg per game)
Celtics (2 games)

Player Name	No.	2FGM	2FGA	2FG%	3FGM	3FGA	3FG%	FTM	FTA	FT%	Points	Assists	Off Reb	Def Reb	Fouls	Block	Steal	T-over	Chrg Tkn	Foul Rcd
Bradley	00	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Garnett	5	3 (1.5)	3 (1.5)	100%	0 (0.0)	1 (0.5)	0%	0 (0.0)	0 (0.0)	0%	6 (3.0)	0 (0.0)	0 (0.0)	0 (0.0)	1 (0.5)	0 (0.0)	0 (0.0)	0 (0.0)	1 (0.5)	0 (0.0)
Rondo	9	1 (0.5)	1 (0.5)	100%	1 (0.5)	1 (0.5)	100%	0 (0.0)	0 (0.0)	0%	5 (2.5)	2 (1.0)	0 (0.0)	1 (0.5)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Allen	20	2 (1.0)	2 (1.0)	100%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	4 (2.0)	1 (0.5)	0 (0.0)	1 (0.5)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Wallace	30	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	1 (0.5)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Pierce	34	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	1 (0.5)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Perkins	43	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0%	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)	0 (0.0)
Totals		6 (3.0)	6 (3.0)	100%	1 (0.5)	2 (1.0)	50%	0 (0.0)	0 (0.0)	0%	15 (7.5)	5 (2.5)	0 (0.0)	5 (2.5)	2 (1.0)	0 (0.0)	0 (0.0)	0 (0.0)	1 (0.5)	0 (0.0)

GAME SUMMARIES

Date		Opponent	Score	Opp Score
9/1/10 2:07 PM	at	Lakers	6	5
9/27/10 9:43 PM	at	Sixers	9	11

RELEASE HISTORY

VERSION 1.0

Released on December 23, 2009

- Initial Release

VERSION 1.0.1

Released on January 14, 2010 contains the following new features:

- Added Score Summary (by tapping on team name on Scorecard)
- Added team name to Event List (Undo)
- Improved team selection on Game Details
- Fixed minor bugs in Stats/Subs/Undo pages

VERSION 1.1

Released on March 9, 2010 contains the following new features:

- Fixed freethrow attempts/percentage on exported stats
- Added new user preferences:
- Reset team fouls by quarter/half
- Team fouls bonus indicator
- Three point shots on/off
- Show player fouls
- Improved subs, added single sub option by selecting player first
- Added searchbar to player list

VERSION 1.1.1

Released on March 16, 2010 contains the following new features:

- Fixed bug when no email is entered in Settings
- Moved clearing of fouls to start of game rather than game creation

VERSION 1.2

Released on July 27, 2010 contains the following new features:

- Ported to iPad
- Updated for iPhone 4
- Export PDF shot charts

- Export MaxPreps formatted stats
- Added single team stats tracking capability
- Manually specify offensive/defensive rebounds

VERSION 1.3

Released on October 12, 2010 contains the following new features:

- Option to track playing time
- Track fouls received, charges taken
- Added email options: sorting, event list, shot charts, CSV format
- Email season stats from team page
- Add team turnovers and rebounds by tapping action then team name
- Easy entry of multiple players, auto player naming, and support for jersey number '00'
- Tab bar to quickly switch between teams, games and settings

VERSION 1.3.1

Released on October 27, 2010 contains the following new features:

- Fixed display of player fouls for home team in v1.3
- Fixed event list period number and playing time for CSV export
- Count technical fouls as personal fouls for players
- Fixed crash related to team deletion

VERSION 1.4

Released on December 14, 2010 contains the following new features:

- Simplified substitution page
- Added running clock indicator when tracking playing time
- Automatically determine offensive/defensive rebounds based on last missed shot
- Added "Rapid Roster" button when creating new teams
- Added stats by period/half/game to export
- Added total field goals and team events to exported stats
- Added previous/next period buttons for iPad
- Added total rebounds to MaxPreps export
- Sort players by number after substituting
- Centered text on PDF output
- Bug fixes:
  - Fixed crash when creating team/players from Game Manager
  - Fixed team rebound on iPad
  - Fixed scroll problem on stats page
  - Fixed time zone problem on game details

- o   Fixed Yahoo mail attachment problem for iPad
- o   Fixed missing popover buttons on iPad with iOS 4.2
- o   Fixed problem with assists when not tracking individual players
- o   Fixed event list order for events inserted afterwards
- o   Pass selected player to fouls page

VERSION 1.5

Released on February 5, 2011 contains the following new features:

- • Added ability to edit events
- • Improved usability of substitution page
- • Added option to display player names on Scorecard buttons (iPad only)
- • Increased size of Stats view on iPad and added export button
- • Standardized shot charts by making made shot O's and missed shots X's
- • Swapped display of home/visitors to match most scoreboards
- • Count games per player when calculating season stats
- • Allow team block, steal in addition to rebound and turnover
- • Added team search to teams/games and improved player search
- • Added VarVee export option
- • Bug fixes:
  - o   Fixed team rebound on iPad
  - o   Fixed playing time calculation

VERSION 1.5.1

Released on February 24, 2011 contains the following new features:

- • Added total field goals to Stats page
- • Added sort setting for player rosters
- • Added game score to event lists
- • Show all players when editing events
- • Bug fixes:
  - o   Fixed Team Events row on exported stats
  - o   Fixed crash when editing players on a new team

VERSION 1.5.2

Released on March 8, 2011 contains the following new features:

- • Fixed crash when adding players to a new team
- • Fixed erroneous Rapid Roster generation for errant touches on team page
- • Fixed disappearing menu button on iPad

VERSION 1.6

Released on July 10, 2011 contains the following new features:

- Added Bluetooth transfer of team/game data between devices
- Added support for multiple seasons
- Added 30/60 second timeouts
- Added deflections by double tapping block button
- Added support for multiple leagues
- Added Twitter feed
- Added final score on game list for completed games
- Added team colors
- Added optional notes to events
- Changed iPad layout

VERSION 1.6.1

Released on August 2, 2011 contains the following new features:

- Fixed crash in event viewer

VERSION 1.6.2

Released on August 16, 2011 contains the following new features:

- Fixed crash when exporting season/all stats
- Fixed crash when deleting players not assigned to teams
- Added number of games to stats page when viewing season/all stats
- Minor bug fixes

VERSION 1.6.3

Released on September 16, 2011 contains the following new features:

- Fixed Twitter interface to allow changing accounts
- Fixed playing time format when exporting CSV

VERSION 1.6.4

Released on February 16, 2012 contains the following new features:

- Added last play display/undo on iPad portrait mode
- Added running clock display option
- Added AirPrint capability to export
- Added automatic points for technical option

- Added deflections to MaxPreps export
- Disabled auto complete for rebounds on missed free throws
- Fixed crash when tweeting with iOS 5
- Fixed bug when tweeting overtime period
- Fixed bug when setting/resetting 30 sec timeouts

VERSION 1.6.5

Released on February 29, 2012 contains the following new features:

- Fixed MaxPreps export header line
- Fixed playing time calculation

VERSION 1.7

Released on November 29, 2012 contains the following new features:

- Added ability to import team rosters from CSV email attachment
- Adjustable game clock (tap and hold to adjust)
- Added new action buttons on iPhone 5 & iPad (when held portrait):
    - Separate deflection and offensive rebound buttons
    - Putback button (records rebound + shot)
    - Two user-definable custom buttons
- iOS 6 compatibility issues
- Optimized for iPhone 5
- Fixed Twitter feed on iOS 6

VERSION 1.7.1

Released on December 20, 2012 contains the following new features:

- Fixed Twitter feed on iOS 5
- Added Period Summary only Twitter option
- Improved Putback button to allow shot position
- Show fouls on Subs screen

VERSION 1.7.2

Released on August 27, 2013 contains the following new features:

- Automatically add turnover for offensive fouls
- Press and hold team jersey on scorecard to swap colors
- Added player efficiency to exported stats
- Fixed charges in MaxPreps/VarVee export
- Fixed columns in CSV export

- Fixed team import from CSV problems

VERSION 1.7.3

Released on October 14, 2013 contains the following new features:

- Fixed team summary and jersey color swap on iPad
- Fixed bugs that caused crashes on iOS 7
- Changed clock color when paused

VERSION 1.7.4

Released on December 15, 2013 contains the following new features:

- Added ScoreTRAX export option
- Added quick stats, clear/add buttons to subs list
- Added true shooting percentage stat
- Added team assists
- Added points on player buttons
- Added timestamp to exported event list
- Allow 3-pt putbacks
- Bug fixes:
  - AlertView dismissal crashes iOS 7
  - Clock changes on iOS 7

VERSION 1.7.5

Released on January 9, 2014 contains the following new features:

- Added opponent stats and team record to season/team export
- Added shot charts by period/half to game export
- Added option to prompt for Tweets
- Lite version now available for free

VERSION 1.8

Released on May 17, 2014 contains the following new features:

- Redesigned for iOS 7
- New color picker
- Added +/- calculation to stats and subs page
- Added playing time by period/half to game export
- Added average playing time for players to season/team export
- Added alternate jersey number and optional grade/age/position/notes for players

- Added game clock to events
- Added possession arrow to iPad version
- Added account selection when multiple Twitter accounts detected
- Added Dropbox support for database backup/restore
- Added in-app purchase to upgrade from Lite to Full version
- Improved event editor
- Improved Bluetooth transfer when adding new players to existing teams

VERSION 1.8.1

Released on May 21, 2014 contains the following new features:

- Fix for crash in previous version during startup

VERSION 1.8.2

Released on June 2, 2014 contains the following new features:

- Fixed column headings on stats reported by period/half
- Fixed foul received/charge taken stat
- Removed playing time and +/- from subs view for performance reasons
- Minor fixes for iPhone

VERSION 1.8.3

Released on June 4, 2014 contains the following new features:

- Fixed bug when adding new teams

VERSION 1.9

Released on June 18, 2014 contains the following new features:

- Added playing time and +/- back to subs view with improved performance
- Added swipe to delete leagues/teams and seasons/games
- Fixed database integrity problems

VERSION 1.9.1

Released on June 28, 2014 contains the following new features:

- Added new stats to Stats view on game Scorecard
- Fixed crash on subs page
- Restored single sub page
- Fixed Dropbox backup/restore issues

- Added iPad retina default images